



STR	+2	PROFICIENCY BONUS
	14	
DEX	-1	
	8	
CON	+3	
	16	
INT	+0	
	10	
WIS	+2	
	15	
CHA	+1	
	12	

Cleric 1

CLASS & LEVEL

Mountain Dwarf

RACE/ANCESTRY/HERITAGE

Acolyte

BACKGROUND

SPEED

ARMOR CLASS
(AC)

INITIATIVE

15 **-1** **25 ft.****HIT POINTS**
11**HIT DICE**
1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d8+2 bludgeoning damage. (If used two-handed in melee, does 1d10+2 damage.)

Light Crossbow. *Ranged Weapon Attack:* +1 to hit. *Hit:* 1d8-1 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

MAGIC, FEATS & SPECIAL ATTACKS

Sacred Flame Cantrip. *Ranged Spell Attack:* Targets creature within 60 feet that you can see. That creature makes a DC 12 Dexterity saving throw or takes 1d8 radiant damage. (No damage if made save.)

CLASS

Cleric Class Features [PHB p. 57]

- Ritual Casting
- Wrath of the Storm (reaction +2d8 lightning or thunder damage, Dexterity save half damage, 2 uses betw. long rest)

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Guidance, Sacred Flame, Spare the Dying*

Prepared Spells

1st Level (2 slots): *Fog Cloud**, *Thunderwave**, *Cure Wounds*, *Command*, *Detect Magic*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: scale mail (AC 14), shield (AC +2), warhammer, mace, set of common clothes, holy symbol: amulet, prayer book, 5 sticks of incense, vestments. (This load is about 112 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 11 gold pieces (gp); 40 silver pieces (sp); 3 copper pieces (cp); 3 gems (worth 10 gp each)

Acolyte Background [PHB p. 127]

- **Feature:** Shelter of the Faithful.
- **Traits:** Suffers infernal dreams. Terrible at romance.
- **Ideal:** Seal gate to a fiendish plane.
- **Bond:** Role model to the faithful.
- **Flaw:** Gives in to temptations.

PROFICIENCIES & LANGUAGE

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons, battleaxe, handaxe, throwing hammer, warhammer

Tools: smith's tools

Saving Throws: Wisdom, Charisma

Skills: Insight, Medicine, Persuasion, Religion

Languages: Common, Dwarvish, Goblin, Celestial

RACE

Mountain Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 63 years old
- Medium Size (4' 9", 184 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Armor Training (light, med.)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (smith's tools)
- Stonecunning (stonework lore)